

THOU SHALT Knot!

The game that ties fun and The 10 Commandments together!

2 to 4 Players • Ages 7 & Up

Get roped into the fun with Thou Shalt Knot!®—a new game that ties The 10 Commandments together! Players connect the pieces of the Commandments in “crossword fashion” to earn tokens. The first player with 6 tokens wins! Thou Shalt Knot!® is an entertaining way for children to learn The 10 Commandments and is a friendly reminder for adults. It's the perfect game for family night that everyone is sure to get caught up in!

OBJECT: Be the first to earn 6 tokens by connecting tiles to make Commandments.

OVERVIEW: Thou Shalt Knot!® contains 2 sets of Ten Commandment Tiles and a set of Number Tiles, 1 thru 10. *NOTE: Each Commandment is divided into multiple word tiles.* Players connect Word Tiles in “cross-word” fashion to create a whole Commandment. When a player completes a Commandment they earn 1 token. Adding the correct number to a completed Commandment also earns 1 token.

CONTENTS: 76 Tiles: 66 Word Tiles, 10 Number Tiles, 4 Guide Cards, 32 Tokens



Word Tiles



Number Tiles



Guide Card



Tokens

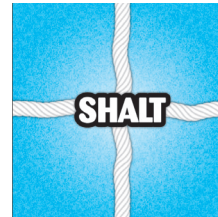
SET UP: Carefully punch out the tiles and tokens and mix up ALL tiles and place in the box. Players draw 7 tiles and lay them face up in front of them. Each player receives a Guide Card. The Guide Card details the number and divided parts of each Commandment. Players must maintain 7 tiles throughout the game. The youngest player goes first and turns continue to the right.

TYPES OF TILES: Each Commandment is made up of four kinds of tiles.

1. Commandment beginnings have a half knot at the top and left edges.



2. Middle tiles have edges with horizontal and vertical ropes.



3. Commandment endings have a half knot at the bottom and right edges.



4. Number tiles do not have any ropes or knots on them.



When laying tiles, edges with knots match other knots. Edges with ropes match to other ropes. Number tiles have blank edges and a new beginning or ending Word Tile may be laid on the open sides.

HOW TO CONNECT THE TILES: Players connect their tiles in the center of the table in a horizontal and/or vertical fashion like a crossword puzzle. Word Tiles are laid so connecting tiles make Commandments across and/or down. Below is an example using Commandment 8: **Thou Shalt Not Steal**.

Commandment 8 is made up of 4 Word Tiles and the Number 8 tile. When a player properly connects all four Word Tiles they earn a token. When the commandment is complete any player on their turn can then lay the 8 tile at the beginning OR end of the Commandment to also earn a token.

In the example, **Thou Shalt Not Steal** is played horizontally. Other tiles have been added to the layout vertically to create additional Commandments. Notice how the edges with knots match other knots and edges with ropes match other ropes.



PLAY: The first player starts by connecting as many of their 7 tiles as possible to create Commandments in the center of the table. Make sure that tile edges match (knots to knots and ropes to ropes). Players may only be able to lay parts of one or more of the Commandments and each time you complete any Commandment you receive a token. *Hint: Lay as many tiles as possible on your turn. This allows a player to draw more replacement tiles and increases the chance of completing more Commandments later on.* Play the correct Number Tile at the beginning or end of a Commandment to receive a token but a Number Tile can't be laid until the Commandment is complete. *Hint: Players may have a complete Commandment and its Number Tile. Lay them together and receive 2 tokens OR a player may have a Commandment's Number Tile but not all the Word Tiles to complete it. So play the Word Tiles you have to help another player complete it and get a token by adding the correct Number Tile on the next turn.* Remember to draw replacement tiles to maintain 7 at the end of each turn. When a player can't play anymore of their tiles the next player begins their turn by attaching their tiles to the layout and play continues as above.

COMMANDMENT #1: COMMANDMENT NUMBER 1 is divided into 4 parts and the first tile already contains "THOU" and does NOT require a separate "THOU" Word Tile to complete.

WINNING: The first player to earn 6 Thou Shalt Knot!® tokens wins!

HAVE LESS THAN 3 PLAYERS? A 2 player game can be played using the above rules EXCEPT players draw and maintain 9 tiles throughout the game instead of 7. The first player to earn 8 tokens wins!

